The Official

MOON SHUTTLE®

by Nichibutsu

Datasoft Inc.®

PERSONAL COMPUTER SOFTWARE

REQUIREMENTS

- ATARI 400/800/1200XL Computer (16K)
- Disk drive (ATARI 810 or compatible) OR cassette player (ATARI 410 or compatible)
- TV set or video monitor
- Joystick

INSERTING THE CASSETTE

Turn off your computer and remove all cartridges. Turn on your TV or video monitor. Insert the MOON SHUTTLE® cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the [START] key on your computer while you turn your computer on. When you hear the "buzzer" press [RETURN]. The tape will now load and run automatically.

INSERTING THE DISKETTE

Turn off your computer and remove all cartridges. Turn on the power to your TV or video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the MOON SHUTTLE diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

INSERTING THE CARTRIDGE

Turn off your computer and remove all cartridges. Turn on the power to your TV/video monitor. Insert the MOON SHUTTLE® cartridge in the slot inside your computer (left slot on 800 and outside left slot on the 1200XL). Turn the computer on. The program will load and run automatically.

THE JOYSTICK CONTROLLER

Connect a joystick to controller jack #1 on your computer. Push the joystick to the left or right to move across the screen. Push it up (forward) to move faster and release it to move more slowly through the asteroid belts. Your ship will not move forward during confrontations with non-asteroid foes.

For the ATARI Computer by Mark White and Greg Hiscott

THE OPTION KEY

Press the OPTION key for 2 player game–note indicator at top of screen.

THE START KEY

Press the [START] key to begin a game. You may also press the button on your joystick to begin a game.

THE ESCAPE KEY

Press the [ESC]ape key to pause a game while in progress. Press any key to resume play.

THE SYSTEM RESET KEY

Press the [SYSTEM RESET] key to abort a game and return to the beginning screen.

P O I N T S

SCORING

Each target is worth the following points:

Large asteroids	50
Medium asteroids	30
Small asteroids	20
Bomb Launchers	90
Expandos	90
Blob Men	90
Man-O'-Wars	90
Mystery Ship	One extra moon shuttle

SPECIAL BONUS

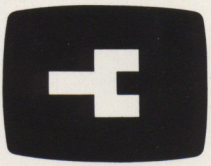
For Each 10,000 points earned: One extra moon shuttle

For blasting through an asteroid belt you will receive the following bonus points:

First Belt	500
Second	1000
Third	1500
Fourth and Beyond	2000

STRATEGY

ASTEROIDS As you begin your Shuttle flight the first obstacle you encounter is an asteroid belt composed of multi-sized asteroids. You can destroy the asteroids by firing missiles. Blast a pathway through the asteroid belts and you will earn bonus points. Beware– you will encounter the asteroid belts again, and each set of asteroids will move faster than those previously encountered.



MYSTERY SHIP During some voyages through the asteroid belts you may spot a Mystery Ship trying to masquerade as an asteroid!

BOMB LAUNCHERS These creatures move wildly about the screen until they are about to fire at you. Watch them carefully! Bomb Launchers (like all your non-asteroid foes) have the mysterious ability to summon reinforcements whenever you kill one of them. You will not be able to kill a Bomb Launcher if you hit it while its white top is pointed down.

EXPANDOS You know when an Expando is about to fire because it will expand first. You must quickly move right or left to avoid its line of fire.

MAN-O'-WARS Man-O'-Wars are most menacing because they give no warning when they are about to fire.

BLOB MEN These aliens come in two sizes. The first to appear will be the largest. When you hit one with your missile it will divide into two smaller sized Blob Men. Now you have twice the threat, and these smaller Blob Men will fire at you! The Blob Men are quick; you must constantly be on guard!

If you are able to complete one attack cycle and still remain alive, congratulations! Succeeding cycles repeat what you have just experienced at more difficult levels. Asteroids will move faster, and the aliens become more vicious!

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Game Programming: Mark White and Greg Hiscott
Graphic Artist: Kelly Day
Documentation: Jean Stedman

9421 Winnetka Avenue Chatsworth, CA 91311

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